SPOOKY
POP
LEVEL EDITING GUIDE

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Guide Contains

1. Preparation
2. Level Structure
3. X and Y map coordinates
4. Monster IDs
5. Finishing

Preparation

To start editing levels, you first need to unzip the .IPA file!

Rename the file extension to .zip
(ex. Spooky Pop.ipa - > Spooky Pop.zip)
and extract it.

After successfully extracting the file, go to:
(Payload/Spooky Pop.app/res/level/)

There, you will find .csv files associated with each level.
You can edit those files using Excel or LibreOffice Calc.

Level Structure

Each Level.csv file looks like this:

Monsters				
	Name	Wave	x	y
	string	int	int	int
	Basic_Baby		2	5
	Basic_Baby	1	2	5
	Basic_Baby	1	2	3

Name:

This column includes the monster's ID. It tells the game exactly which monster to create (for example, Basic_Baby).

(You can find all monster ids here or at the end of the guide)

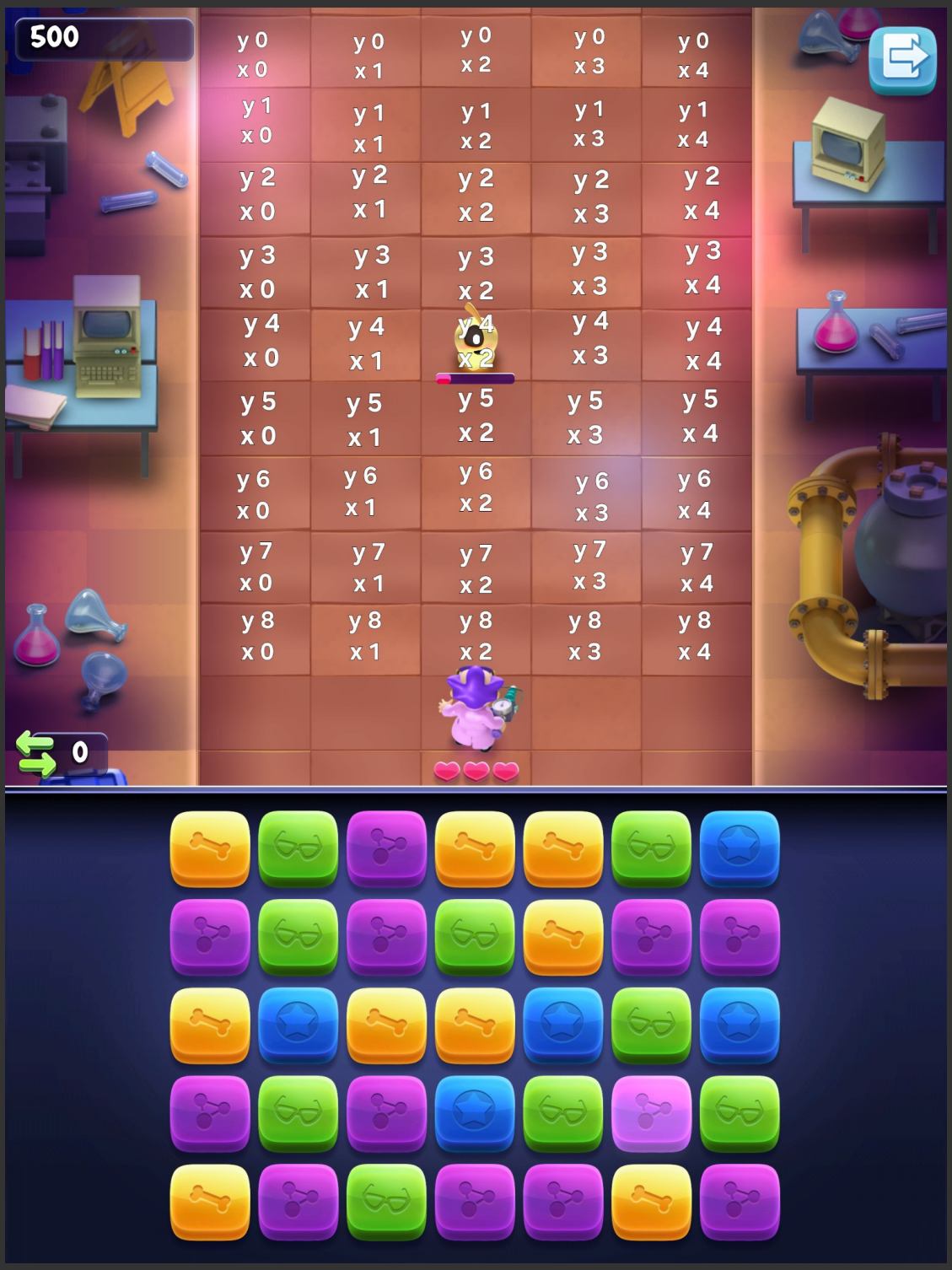
Wave:

This column controls when the monster appears. If the field is empty, the monster spawns at the very start of the level. If you enter a number like 1, 2, or 3, the monster will wait to spawn until that specific wave begins.

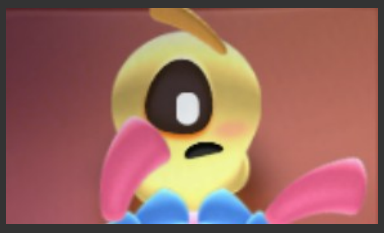
X and Y:

These columns are the map coordinates. The X column sets the horizontal row, and the Y column sets the vertical tile position. For example, setting X to 2 and Y to 5 places the monster on the 6th row, 3rd tile from top to down

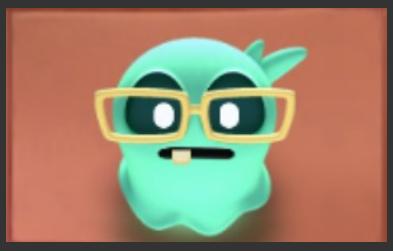
X and Y map coordinates



Monster IDs (Page 1)



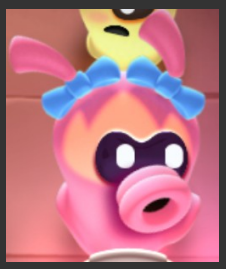
Basic_Baby



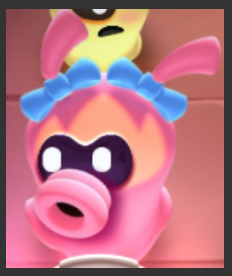
Basic_Teen

Basic_Adult

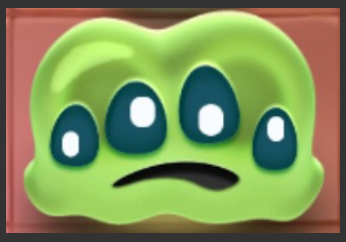
FireHead_Adult



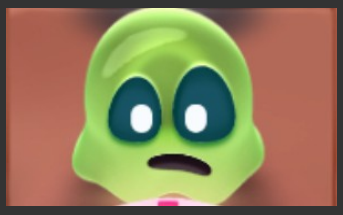
PinkHead_(RightLeft)



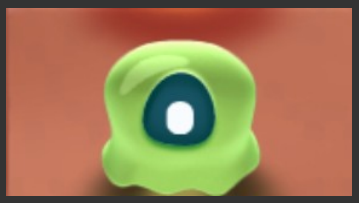
PinkHead_(LeftRight)



Splitter_(Large)



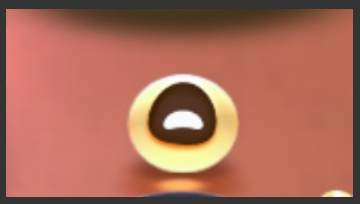
Splitter_(Mid)



Splitter_(Small)

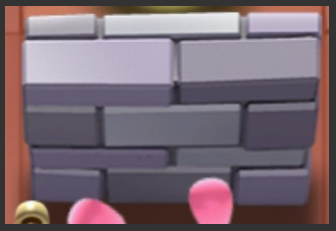
Hypno

Spawner_Adult_(Static)

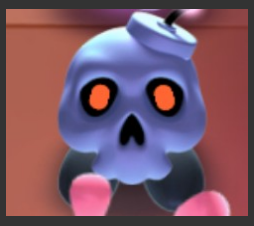


Spawner_Child

Healer

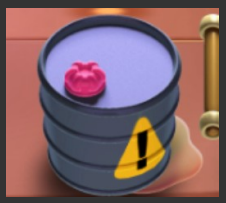


Wall

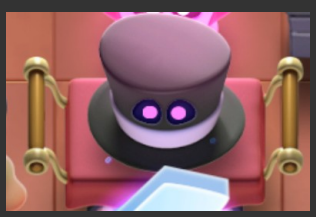


Bomb

Bomb_(HealTutorial)



Barrel

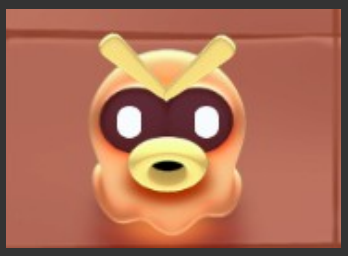


Spawner_Adult_(Moving)

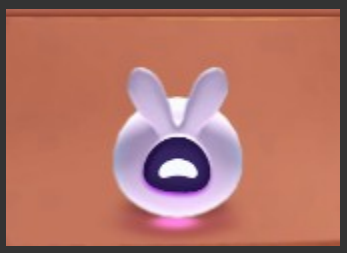
Monster IDs (Page 2)

Pinkhead_Child_(RightLeft)

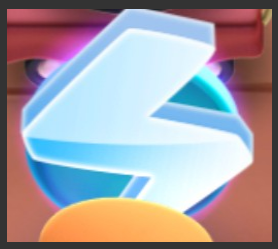
Pinkhead_Child_(LeftRight)



Firehead_Child



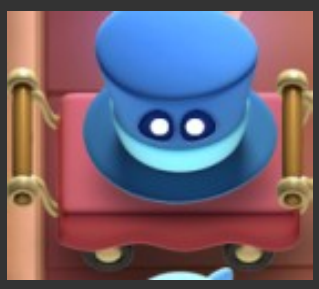
Spawner_Child_Rabbit



EnergyDrop

Firehead_Child_Tutorial

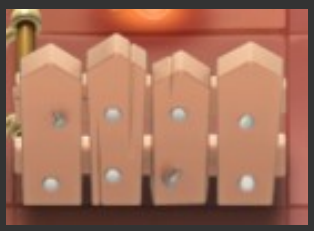
Hypno_firstAppearance



Spawner_Adult_(Moving)_1

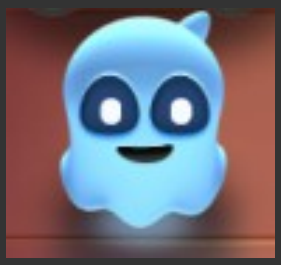
Spawner_Adult_(Moving)_2

Spawner_Adult_(Moving)_3



Wall_Light

FireHead_Adult_from_HAT



Basic_Adult_from_HAT

Fat

Finishing

After you are done editing the Level.csv file ,zip the Payload folder and rename its extension from .zip to .ipa (ex. Payload.zip - > Payload.ipa)
After that, sideload it to your device, and you are done!
Enjoy your custom level!